

BRITISH

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JOURNAL

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**Bar Low 2018**



**EYGC - The Group Meal**

## CONTENTS

EDITORIAL		2
EYGC 2018 - KIEV	Martin Harvey	3
WORLD NEWS	Tony Atkins	8
FEELING STUPID	Mr Stupid	10
A COURSE IN GO – 06	Bob Scantlebury	13
PRESIDENT’S MESSAGE	Toby Manning	17
UK NEWS	Tony Atkins	20
BGA ANNOUNCEMENTS		25
SOLUTIONS TO THE NUMBERED PROBLEMS		26
ASSOCIATION CONTACT INFORMATION		32
COLLECTING GO XXXVII: GRADE BADGES	Tony Atkins – Rear Cover	

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# EDITORIAL

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Welcome to the 184<sup>th</sup> British Go Journal.

## In This Issue

The main feature of this edition is an excellent report from Martin Harvey about the Youth Team's trip to the EYGC in Kiev. Many of you will already have seen Martin's reports on the website and will know what to expect. The spelling of Ukraine's capital is a somewhat controversial issue, as you can see from the cover logo which uses the transliteration 'Kyiv'. The jury is out.

There is an article we can all relate to by an anonymous Go player who calls themselves "Mr Stupid" – even strong players are sometimes guilty of making real howlers!

After a brief pause in the last couple of journals, I have continued my series on Go for Double Digit Kyu players. I know I am in danger of "teaching my grandmother to suck eggs", as the phrase has it, but hopefully there will be some new principles of Go for some players.

It has been some time since we had a game review in the journal. Can I ask that if anyone has a game record and a volunteer to review it, they get in touch with me in the usual way? We can all learn from such an exercise no matter what level the game was played at.

*Bob Scantlebury*

## Credits

My thanks to the many people who have helped to produce this Journal:

**Contributions:** Tony Atkins, Paul Barnard, Martin Harvey, Liu Yajie, Toby Manning, Ian Marsh, Mike Medaglia, and Bob Scantlebury

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# EYGC 2018 - KIEV

Martin Harvey

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## UK Youth team at the 23<sup>rd</sup> EYGC, in Kiev

*Readers may have seen the four reports that I posted 'live' to BritGo in March<sup>1</sup>.*

*The story here builds on those reports, whilst taking a look back in more detail at how the 3,000-mile round trip was planned, how it went and how we all enjoyed it. For those who may not know, the European Go Youth Championship is an annual youth tournament which, like the adult-inclusive EGC, moves to a different European country each year. FYI, its last UK appearance was at Bognor Regis in 2014.*

## Asked to be Team Coaches

It was a great honour for my wife and me – tinged with some trepidation due to Ukraine's much-publicised problems on its SE border – to be asked by the BGA to lead the UK Youth group to Kiev this March.

This followed on from my heading up the team for Grenoble the year before. Helen and I wondered how many parents could be persuaded to overcome apparent difficulties, and allow their children to travel so far, to a country in a real battle with its neighbour. This would not be as easy a 'sell' as Grenoble had been!

The BGA took the decision at the outset that our players should have one hotel as a base for the squad, and this worked out well. Some parents were put off sending their kids, but Cheadle Hulme School (CHS) – where Helen and I volunteer – again saw four lads travel. These were three of the four lads I took to France

(encouragingly) and one replacement. Also flying from Manchester were three CHS girls, encouraged by Helen being able to take time off to join us this year. Completing the UK squad were a lad and lass from the South-East and – last but not least – our only dan-player, Jayden Cheung, from Hong Kong but attending school in the UK. So, we'd mustered ten youngsters – quite pleasing, as that matched the team size we had in Grenoble last year which was, in comparison, a mere 'hop over the Channel' to a country and language with which many of we Brits are familiar and fond.

## Four Mums went too

We were delighted that a mother of two of the CHS seven (Shirley Jones) travelled too, joined three days later by three more mums from the SE – Caris Cheung, Alison Bexfield and Andrea Smith. We all managed to book into Hotel Salut, a mere two-minute walk to the event venue – the 'Children's Palace'. This proximity made us feel more comfortable looking after our charges.

The event this year had pleasingly doubled in length; still the same three days of play (so, six rounds) but preceded by three days of host-organised sightseeing and workshops. The seven CHS kids were allowed to skip the last two-and-a-half days of term, to enjoy these three days' acclimatisation, and some of the Ukrainian capital's impressive

<sup>1</sup><http://www.britgo.org/views/news>

historical sights and places – good for geography and history anyway!

### Arriving in the capital

Along the trip from the airport, the team encountered mounds of snow, as it was still freezing overnight in late March. Also strange, of course, were the signs – mostly in Cyrillic – plus Ukrainian and Russian words. Shirley and CHS's Jack had both been studying local spelling, and Jack pointed out a sign for me for us to translate, having told us that their H is our N, and their P is our R. It was nice to be able to do modest decoding!



**UK Youth Team in Kiev**

On the first of the three pre-competition days, Natasha – a Kiev resident and part-organiser of the tournament – kindly took us on a tour of the wonderful, quaint and deep metro; we also climbed the bell tower at St. Sophia's monastery and ate near the Maidan square. The UK contingent was grateful to Natasha as she'd also come to pick us up at the airport, and greatly facilitated our hotel and other planning, with her great English. We were pleased to meet her two sons, who played in the

EYGC. That afternoon we joined 40 Ukrainian children for a Go lecture from Artem Kachanovsky<sup>2</sup>, the genial Ukrainian 1-dan professional – clearly popular with the country's young players. After that, seven UK youngsters, two Ukrainians and one Russian played simultaneous games against Artem and, although he won them all, he gave players some good tips on their play.

The second day, we attended another Artem lecture, then played UK vs Ukraine friendlies, which we recorded, for analysis and review later by UK coaches Martin and Helen Harvey and by the strongest players, all great practice for competition days ahead. There, we'd be outnumbered and outranked by Ukrainian and Russian players, but the event is another great opportunity for all the group of top UK youngsters to improve their Go skills, whilst team-bonding and experiencing new cultures in one of the furthest European countries from home.



**Proudly sporting their hoodies**

### Following Michael Portillo

The highlight of the 3<sup>rd</sup> day, apart from some Go reviews, was our tourist trip emulating Michael

<sup>2</sup><http://www.europeangodatabase.eu/EGD/Player.Card.php?&key=12662870>

Portillo's experience from his "Great Continental Railway Journeys" TV series<sup>3</sup>.

Thus we derived a huge amount of exercise, walking to and round Pechersk Lavra, the "Monastery of the Caves". This is Kiev's World Heritage Site<sup>4</sup>.

The Orthodox Christian monastery dates from the 11<sup>th</sup> century, and boasts many fine ornate buildings spread over a large area. There, we admired the inside of the Saint Sophia Cathedral and, candle-holding like Portillo, we followed his footsteps down into the underground Caves, to see preserved remains of 12<sup>th</sup> century saints. Later, we all climbed up atop the Great Lavra Belltower. It's one of the most notable features of the Kiev skyline, and afforded us very fine views over the capital and across the River Dnieper.

The remaining three squad members, and their respective mothers, arrived safely on Wednesday afternoon, the eve of the main tournament. We all went to by now our favoured pizza restaurant, so the new arrivals could get to know the early-birds.

### **Opening Ceremony, then Tournament proper (six rounds over three full days)**

The tournament was kicked off splendidly with an elaborate opening ceremony. This featured firstly a long and colourful Chinese dragon, then a superb circus troupe of youngsters. There were gymnasts, trapeze artists and girls climbing up silk ropes, then acrobatically spinning back down; all very well rehearsed.

Then onto the stage came various Ukrainian dignitaries, for whom Artem did some translation into English as they welcomed all participants, wishing them good luck and enjoyable games.

Next came the first of the day's games. For the UK, girl power ruled in the morning, with all four females winning their games. This put the lads to shame, as only Jayden out of the six won. In the second round in the afternoon, sisters Amy and Megan won again, with Zaki and Daniel picking up their first wins, leaving the UK on a creditable nine wins out of twenty thus far, against strong opposition.

### **Team UK's HQ**

The BGA this year, as last, is benefiting from generous sponsorship from England's own famous AI company DeepMind<sup>5</sup>.

As all know in the world Go community, DeepMind created AlphaGo and its successors, the all-conquering Go software. Thus, the BGA was able to allocate a not-insignificant amount towards the team's expenses, to support the youngsters' trip. Part of this went towards Helen and me having a large suite rather than an ordinary room. This meant that, walled off from our bedroom, we enjoyed a large lounge. This was, by our design, a big boon for Team UK, as the whole squad gathered there a few times per day. We used it as a gathering point, and for some simple meals.

The team had also kept paper records of their games, meaning we were able to use the lounge additionally,

<sup>3</sup><https://www.bbc.co.uk/programmes/b0b3pd0m>

<sup>4</sup>[https://en.wikipedia.org/wiki/Kiev\\_Pechersk\\_Lavra](https://en.wikipedia.org/wiki/Kiev_Pechersk_Lavra)

<sup>5</sup><https://deepmind.com/>

to give some review/analysis teaching feedback to nearly all players. Those giving such well-received feedback were Alison Bexfield (squad captain), plus coaches and strong players. The final use of the team lounge, at the end of each day, was for the six adults. Once the kids were safely in their rooms for the night, we six gathered to discuss how the current day's Go and sightseeing went, and to plan the next day. And – would you believe it – we managed the odd glass of wine at that point – well, we all felt we'd deserved it after each pretty long and full day!

### **Rounds 3 and 4**

In the morning, the spoils went to our five U20 (under age 20) players, as four won, and the loser was playing against one of our own! So we have nobody now on 100%, meaning of course that virtually all our players are correctly graded.

It is important to play in tournaments frequently enough to stay 'well-calibrated', and inter-country games help countries' grades align around a common European 'norm'.

The U16s had a round of – shall we say – 'learning opportunities'! These were capitalised on over lunch back at Team UK HQ, with the usual game-reviews by stronger UK Go-players. We had no players in the U12 group this year.

In Round 4 the girls did well, with three winning, leaving Megan and Amy happy on three wins out of four. The lads won 2.5/5, with Zaki also now on 3/4. It snowed all afternoon – a nice backdrop.

So, after two days' play, the UK had a satisfying 15.5 wins, to 13.5 defeats. Some mums went via the metro on a morning recce to the funicular,

checking out possible restaurants for evening meals. In the evening we took the metro four stops. This gave us a good view of the Dnieper River – very wide at this point – as it flows through Kiev, on its way down from Russia, south to the Black Sea.

Then we all went round the aquarium, seeing lots of weird, wonderful and colourful fish – even an alligator!



**At the aquarium**

We ended the evening with a group meal out. A nice meal except that the chef was surely not a Ukrainian, as he/she needed two attempts to get the Chicken Kiev cooked throughout!

### **Rounds 5 and 6**

Whilst the final day may have been only marginally positive, with 10.5 wins to 9.5 losses, we were delighted to finish up, with 26 wins to 23 defeats – a good improvement on last year's EYGC in Grenoble. Considering the still very young squad we can be very happy, as the bulk of the team will be young enough to play in their current age groups for quite some years yet. All our players won at least two games out of six. This includes our joint-youngest player Edmund, who, despite a confidence-draining start of four losses, showed strength of character to win both his final rounds.

Overall, the girls fared better than the lads, with three of them winning four out of six – sisters Amy and Megan, and their schoolmate Lizzy.

After round 6 the UK squad joined the other 199 players for a large group photo.



**Team with new UK mascot: walrus Maggie**

Then came the closing ceremony — not that the UK had prize-winners, as our young team doesn't have stellar players just yet and we all entered on pretty much our correct grades.

To complete the evening, we enjoyed a farewell Chinese meal near the hotel, but I dare not say what lengths we went to to reach the restaurant which turned out to be 'just round the corner'!

### **Flying home...stronger at Go, and with many memories**

As tour planes climbed into the clouds, I'm sure we were all looking back on our trip, and surely thinking "onwards and upwards!" for UK Youth.

We had collective satisfaction at how the results went, and were taking home many good memories of our trip to Kiev.

It had been a great opportunity for 209 youngsters from across Europe to mix, have fun, see other cultures, hear AND see strange languages – and of course improve their Go playing.

It had also been a great chance for UK players to get to know their Squad leader – Alison Bexfield – better. Indeed, she'd taken the opportunity to watch several of their games and review them with the players involved.

Still to come in 2018 we had many more dates for youth Go. Principal amongst these is the Summer Residential — also kindly sponsored by DeepMind, as was last year's inaugural camp. Then there's the two annual tournaments: July's UK Go Challenge Finals and November's British Youth Go Championship. Plus two on-line competitions — the BGA On-line League and the European Youth Go Team Championship.

Yes - a very satisfying Go trip all round<sup>6</sup>.



**Team and coaches in their Deepmind hoodies**

<sup>6</sup><http://www.britgo.org/news/2018/kiev4>



# WORLD NEWS

Tony Atkins

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## Pandanet

A great win in the eighth round on 18<sup>th</sup> April - against the strong third-place team from the Netherlands - saw the UK guaranteed second place in the B League of the Pandanet Go European Team Championship, unless there was an upset by Turkey against top team Germany in the last round. Andrew Simons lost to Gilles van Eeden. He made some errors in time trouble causing him to fall behind and ended up resigning. However Alex Kent ended up winning his game against Frank Janssen by resignation after a corner group died. Chris Bryant won his against Geert Groenen by a few points in a difficult game, not helped by feeling unwell. Sandy Taylor also won by resignation, against Gelmer Bouwman, in a game that swung back and forth.

On the 22<sup>nd</sup> May the ninth and last round of the season saw the UK beat Sweden, again three games to one. This left the British total at an impressive seven wins and two draws, in the play-off position behind Germany (who easily beat Turkey). Andrew Simons won by resignation against Martin Li in under two hours. Andrew used a computer-inspired opening, found a cute little tesuji in time trouble and did not lose his attacked corner. Chris Bryant beat Erik Ouchterlony by 5.5 points after a big trade left him still ahead. Des Cann lost his game against Anton Christenson, but Jamie Taylor beat Marc Stoehr when Marc messed up a ko fight.

Having finished second in the B League our team had to play a best-of-five promotion play-off against the second bottom A League team. At first it was thought this was going to be Serbia, but Italy had their lost points reinstated after the allegations of using computer assistance were overturned. Unfortunately, short notice at exam period meant some of our top players were unavailable, but the five players we did field definitely stood a chance of winning their way to the A League, being not completely outranked. The first two boards were played on 29<sup>th</sup> May, which were both won by Italy, and so the UK had to win all three games a week later on 5<sup>th</sup> June. Chris Bryant lost his game against Carlo Metta by resignation, feeling completely outclassed, but Sandy Taylor's game against Davide Minieri was very close, losing by 3.5 points, after a long game. Alex Kent lost his game against Alessandro Pace by resignation after misreading a semeai. Jon Diamond also had to resign after mishandling the centre and top fighting against Tashi Walde. Andrew Simons lost to Matias Pankoke by 14.5 points in the last game to finish. Andrew made a huge moyo in which his opponent started to play. These managed to live on a big scale, whilst Matia kept two big corners, and Andrew could not catch up. This left the final result a loss by five games to none and the UK remains in the B League next season.

Ireland ended sixth in the D League with two wins (against Iceland and Morocco), three draws (Kazakhstan,

Cyprus and Belarus) and three losses (to Portugal and top D League teams Slovenia and Greece). The star performer for Ireland was Kevin Farrell (6k) who was the one to get lucky and happy an amazing seven times out of eight.

Bulgaria won the C League, but second placed Lithuania lost to Denmark in the promotion play-off. The teams at the top of A League, heading for the over-the-board finals in Pisa, are Russia, Ukraine, France and Poland (on tie-break from Romania).

**WAGC**

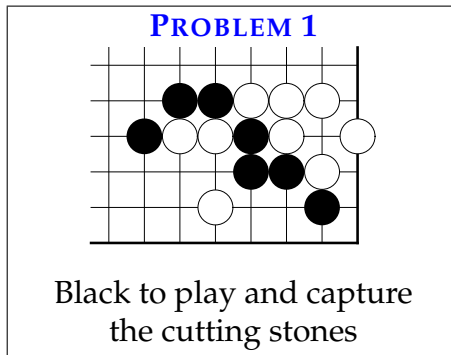
After a few years in other countries the World Amateur Go Championships returned to Japan. The 39<sup>th</sup> edition had the restaurant review website Gurunami as its sponsor, and was being held at the Nihon Ki-in in Tokyo. 61 players from around the world took part between 4<sup>th</sup> and 7<sup>th</sup> May.

As expected after four rounds it was the big four that were unbeaten: Japan, China, Korea and Chinese Taipei; but several of the top European

players were on three wins and some went on to finish in the top ten. After all eight rounds it was Chan Yi-Tien of Chinese Taipei who was unbeaten to win the title. Kim Sangcheon of Korea was second with seven wins. The next group all had six wins: Chen Wang of China, Stanislaw Frejlak of Poland, Fukashi Murakami of Japan, Juri Kuronen of Finland, Dusan Mitic of Serbia and Jose Islas (aka Abraham Florencia<sup>1</sup>) of Mexico.

The UK's representative, British Champion Daniel Hu, ended on four wins and in 26<sup>th</sup> place out of 61. He lost to Dmitry Surin of Russia, beat Jose Islas and then Stjepan Mestrovic of Croatia, but lost to Stanislaw Frejlak. In the last four rounds he beat Frank Hestvik from Norway, lost to Juri Kuronen, beat Willem Pomstra of the Netherlands and lost to Wichrich Karuehawanit of Thailand.

Ireland's Michael Thai ended with three wins in 48<sup>th</sup>. He beat Theodor Nedev of Bulgaria, but then lost to the players from Denmark, Indonesia and Croatia, before beating Azerbaijan, losing to Portugal and Brazil, and finally beating Chile.



<sup>1</sup>See "Go Congress in Mexico" in BGJ 182

# FEELING STUPID

## Mr Stupid

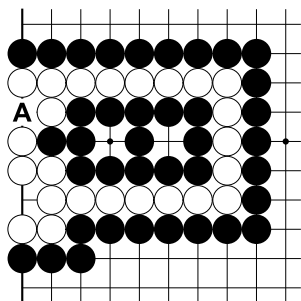


Diagram 1

### A sad but true story

We've all been there. It might be that you played away from a group on the run, knowing that if your opponent enclosed your group, you could make a second eye. And they enclosed your group, so you played your pre-prepared move, only to see it refuted by the most mind-bogglingly simple and obvious response.

Duh!

Or maybe you played a sente move, only to see it ignored as your opponent played a big move somewhere else, so you played your follow up, only to find that it was complete rubbish, and your opponent played somewhere else again.

Or you counted liberties, but failed to see that one on the other side, and died horribly having not played the obvious move which would have worked.

Or the ultimate classic of putting yourself in atari.

There are obviously many situations that can cause you to feel really stupid. But it is unusual for any given blunder to make you feel stupid

twice. I have just played a game and managed to feel stupid about the same thing four times.

It happened at the British Congress. My opponent (Black) had two shimaris facing each other on the left side of the board, with a stone on the mutual 10-4 point as an ideal extension from each. I felt I needed to invade both sides of the 10-4 point, and duly played a few hopeful stones deep in this enormous moyo. Not surprisingly, Black kept my stones separated and set about attacking them.

I managed to make an eye for one group, and by threatening to contrive a second, I managed to connect under the 10-4 stone and link my two groups along the edge of the board. But I only had one eye. Now under serious attack I was chased out a bit, and then capped. I ran the only way I could, across the top of the 10-4 stone, which now had a few stones with it. I had the beginnings of a counter-attack! My opponent played on the outside as much as he could, building up central influence. Maybe I could really get away with this! Now I was threatening to enclose his group at the 10-4 point, and I expected him to run it to the nearby shimari. I would run with it, and there would be a good chance of getting my group out. But he didn't run it out; instead, with a couple of peeks and pokes and a placement, he formed a two-eyed group.

I was desperate to connect my group to some friendly stones, and I carried out my threat to enclose his group, and in so doing, connect



to some white stones that were there. I felt relief, and immediately started worrying about the central influence my opponent had built up. Amazingly, it was not until a few moves later that I realised that all I had done was complete a circle around his group and connect to the other end of my own group. But his group was alive, and I had taken gote to complete the encirclement. I felt pretty stupid; while going round in circles he had been playing influential moves on the outside. What had I achieved by penning him in?

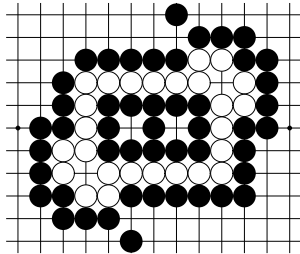


Diagram 2

Never mind, the game went on for a few more moves. Then suddenly I had a major realisation. Yes, I had connected my group head to tail, but so what? How could I have hallucinated that connecting to the other end of my group solved anything? It still only had one eye! Yes, it had a few false eyes, but unless it was a seki situation - and this wasn't - it would seem to need two real eyes, and the false eyes were, well, false. I felt stupid again, but this time, monumentally stupid! If this group died, there was no way I could win. But maybe, just maybe, I could catch that black stone and scabble a second eye.....

With unseemly haste, and gote again, I managed to catch the target stone and

get a second eye, and the game went on. Remarkably, I managed to win by a very small margin.

It had been the last game of the day, and I headed home. It was only about half an hour after the end of the game, as I trundled up the M32, that I had another realisation and felt stupid all over again - the third time now! I hadn't needed to make my second eye - because of the peculiar situation, one of my false eyes acted as a real eye. See Diagram 1 (illustrative, not the game position) - Black could never capture anything at A, nor force me to play there. What an idiot I had been!

I groaned at myself for another couple of miles, but was just managing to shake off the feeling of stupidity - I had won, after all - when I had another realisation and a fresh bout of feeling stupid. My group had been a double-headed dragon, and I hadn't even needed one eye! How could I have not realised? It may be a very rare beast, but surely famous enough to recognise when presented in front of you?

See Diagrams 2 and 3 for another couple of examples.

Deep, deep, sigh...

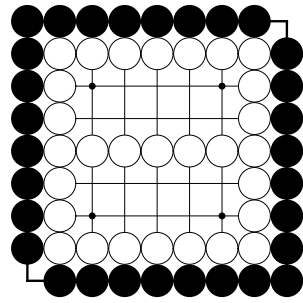
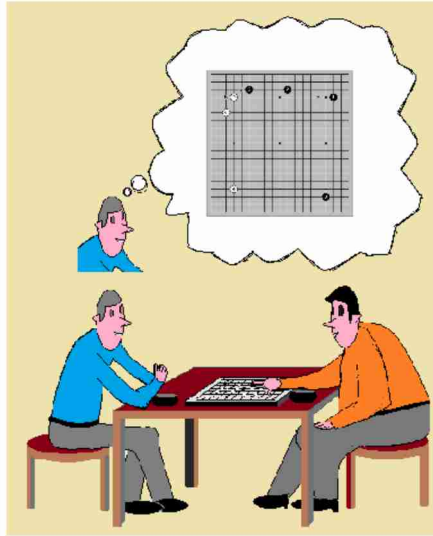


Diagram 3

□

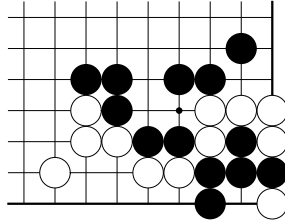
SIDEWAYS LOOKING PERSONS



He was thinking of playing the Small Chinese, but ended up playing the Large American

~ ~ ~

**PROBLEM 2**



Black to play and save the corner

# A COURSE IN GO – 06

Bob Scantlebury

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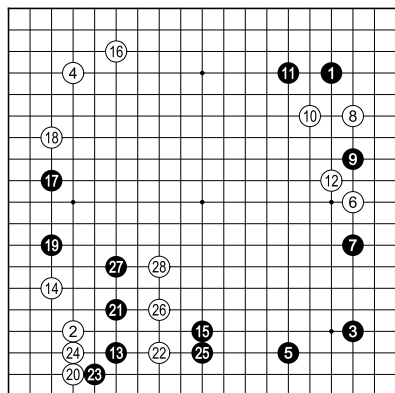


Diagram 1

## Strong Groups

The essence of a strong group is that it is difficult, if not impossible, to kill. This means it must have two eyes already, or be able to make two eyes fairly easily. To this end it will typically consist of several stones (not just two or three) which are all connected and make good shape. In this case by shape I mean there must be two or more 'proto-eyes'; patterns of stones which very nearly make eyes as they stand.

The white corner group containing ② in Diagram 1 is an example of a strong group.

Strong groups are secure bases from which you can expand, and surround and secure more territory. It is a good idea to make all your groups strong as soon as you can, though sometimes this is not easy and it may be necessary from a strategic point of view to have one or two weak or weaker groups on the board.

In the early stages most of your groups will of course be weak. You

should aim to make your weak groups stronger as the game moves on, and if you can do this whilst keeping sente so much the better.

It is important that your strong groups are useful to you by having an influence on the board as a whole. Try at almost any cost, short of losing the group altogether, to avoid being totally enclosed so that the group is cut off from the rest of the board. About the only exception to this is the 3-3 invasion which often ends up being shut in but at least deprives your opponent of the corner territory.

## Weak Groups

The converse of a strong group is a weak group, characterised by having few stones (perhaps just one or two) which are poorly connected, have bad shape (being heavy or clumpy) and little or no space for eyes. Such groups are prime targets for your opponent to attack and are in urgent need of defence. But whilst it is desirable to avoid making weak groups it can sometimes be necessary, for instance when invading potential territory claimed by one's adversary.

If you do have a weak group, you should try to avoid creating a 'dragon' – a shapeless group with fewer than two eyes, that is mercilessly hounded throughout the middle game, and which, even if it eventually lives, results in your opponent gaining so much territory or power that it loses you the game. Rather than making a dragon, you should exploit existing aji (potential) and employ the light and skilful play called sabaki, perhaps even sacrificing one or two stones for the greater good.

For examples of weak groups, see the white group containing ⑫, and the black group containing ⑬, in Diagram 1. As both groups are weak it is a fair fight.

### Relative Importance of Stones

Not all stones on the board are of equal importance. Do not treat every stone you have played as if it should be retained at all costs. Ask yourself if the stone or stones have already done their job and are now redundant. Do they surround territory or do they have influence? Or could they be given up with little or no cost?

If they can be sacrificed, can they yet still serve a purpose and be made use of even though they may be captured? For instance, as mentioned in the last section, could they be used to help a dragon or a weak group to make shape or an eye, or to connect out to a living group?

At the other end of the spectrum are stones which make up thickness; a strong group which radiates power across the board by virtue of having walls of stones without cutting points. Such power can be used to attack by pushing your adversary's stones towards it, and can be a haven toward which to run if your own stones are in trouble.

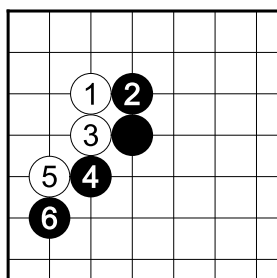


Diagram 2

### Trading

Trading is not a well known or talked about idea especially with beginners. It is a fairly simple concept that one gives up stones and/or territory in one part of the board in exchange for making a similar gain somewhere else. If you can gain more in one area than you have given up in the first area then so much the better. But sometimes it is simply that you are seeking compensation for a loss that it is difficult, if not impossible, to avoid.

Once again, you should be mindful that such trades are often possible, and you should not be too attached to any particular group of stones. You will find, as you come across more joseki, that some of them are trade joseki and worth taking note of.

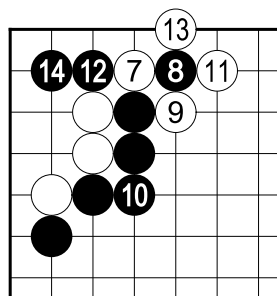


Diagram 3

An example of trade is given in Diagram 3, which is a variation on the 3-3 invasion joseki started in Diagram 2. After the double hane of ⑥ in Diagram 2, White plays ⑦ and ⑨, threatening a double atari at ⑩. Then White trades the corner for the upper side which might be because it is more profitable.

Trade is a fairly advanced weapon in the stronger player's arsenal. It needs to be used judiciously and when it is either profitable or a way out of what would otherwise be a big loss.

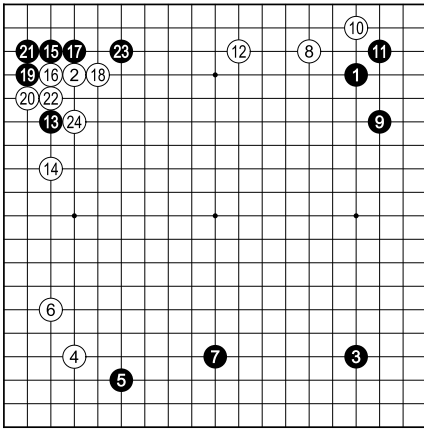


Diagram 4

### Thickness

Thickness is another word for stones in strong groups which have walls, eyes and good shape. They are hard to attack and their influence can be used to launch attacks of one's own to capture stones or create territory.

However thickness should not be used to create territory directly; the territory will arise incidentally when one uses the power of the stones to attack.

An example of a thick group is the white group in the upper left in Diagram 4.

Thickness radiates its power across the board and it is wise to avoid playing too close to thickness. This is equally true for both sides. You avoid playing close to your own thickness because it is not efficient and you avoid playing close to your opponents thickness because you will come under attack.

Your aim should be to build thickness quickly and economically; growing a wall or extending to create eye space. And if you can do this whilst harrying your opponent and keeping sente, so much the better.

□

## EXPLANATION OF JAPANESE TERMS

Where space permits, less-common terms are explained in footnotes. If no explanation is provided then take a look at:

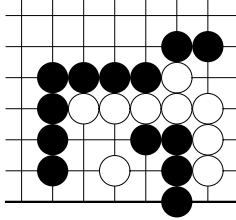
[www.britgo.org/general/definitions](http://www.britgo.org/general/definitions)

[www.britgo.org/bgj/glossary](http://www.britgo.org/bgj/glossary)

or search [senseis.xmp.net/?JapaneseGoTerms](http://senseis.xmp.net/?JapaneseGoTerms).

Please let the Editor know if the term is still not found. One of the experts can then write an article to explain it. ☺

### PROBLEM 3



Black to play and kill

~ ~ ~

### CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is 27<sup>th</sup> August.

Contributions are welcome at any time. Please send them to [journal@britgo.org](mailto:journal@britgo.org). The Editor will be glad to discuss the suitability of any material you may have in mind.

The BGA website has guidelines at [www.britgo.org/bgj/guidelines](http://www.britgo.org/bgj/guidelines) for those wishing to contribute material.

# PRESIDENT'S MESSAGE

Toby Manning

[president@britgo.org](mailto:president@britgo.org)



During June (and the last week of May) we had four weekend tournaments in five weeks, in London, Durham, Edinburgh and Barmouth, with just under 100 people attending at least one of the events. I was fortunate to be able to attend three of them.

Each of them was notable for the social side of the event, with events on the Saturday evening; London and Barmouth had organised group meals, Durham a barbeque while at Edinburgh the film 'The Surrounding Game' was shown. I believe this emphasises an important aspect of our work; Go is not solely about playing games, it is about the social side as well.

It was clear that a good time was had by those attending – can we encourage more people to attend these events?

## Cheating?

A disturbing issue has arisen from the Pandanet Go European Team

Championship (an international League played on-line), as an Italian player was accused of cheating by an Israeli; a large number of the Italian players's moves were identical to those predicted by one of the strongest available apps, 'Leela Go'.

The evidence was purely statistical (even I will sometimes get the same move as the App), but the referee ruled that cheating had taken place, a decision that was then reversed on appeal. For those interested there has been significant debate in the forum 'Life in 19x19' about the correct application of these statistics. However, at time of writing there are stories that there is a further 'appeal against the appeal', and we await developments.

It is sad – but perhaps inevitable – that this issue has arisen within Go.

## GDPR

Many of you were deluged by messages under the 'GDPR' regulations in late May, asking for permission to continue to send you advertising. You may wonder why you have not received anything from us.

The advice we have received is that the new regulations do not cover data and communications which are classified as 'normal business practices'. The only data which we collect and hold about you is that which you would expect for an organisation like the BGA. Your data is not shared with third parties. More information is available on the website at [www.britgo.org/policy/policies14](http://www.britgo.org/policy/policies14).

## THE BGA ANALYST

[paul@psaa.me.uk](mailto:paul@psaa.me.uk)

I would like to remind BGA members about the Analysis Service.

Would it be helpful to have your games analysed?

If you think it might, just send me an `.sgf` file of a representative game by email; I usually return the annotated game within a week.

Many Go players become stuck at one particular level and end up playing essentially the same type of game over and over again. That is fine if you are happy to just enjoy playing, but if you have the desire to improve, then you will probably need to learn to 'see' the game in a different way.

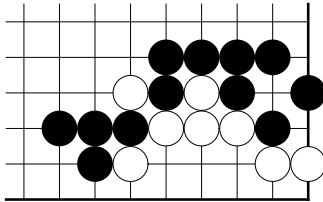
I try to pitch my comments to the level of the player; never too technical, because there are many reference guides available for joseki and life and death. I pick out two or three positions where I feel the individual player would benefit from looking at the game slightly differently.

Hopefully, one day this leads to a eureka moment, 'Ah, I get it'.

**Paul Barnard**



**PROBLEM 4**



Black to play and kill

~ ~ ~

SIDEWAYS LOOKING PERSONS



I'm afraid I only have ordinary  
Cocoa, I have never heard of  
Ko Cocoa.

# UK NEWS

## Tony Atkins

[ajaxgo@yahoo.co.uk](mailto:ajaxgo@yahoo.co.uk)

### British Go Congress

The 51<sup>st</sup> British Go Congress was held in Bristol and the very modern Future Inns Hotel, just across from the Cabot Circus shopping centre in the middle of the city.

It started on Friday 6<sup>th</sup> April with an afternoon teaching session and then the British Open Lightning in the evening. This was won by Alex Kent (3d); he beat the previous winner, Xunrui Zhao (3d) from London, into second place.

However in the 58-player British Open, played as usual on the Saturday and Sunday, it was Xunrui Zhao who triumphed, scoring victories in all six games. In second place was Jon Diamond (3d) from East Sussex and third was Sandy Taylor (2d) from the local club. Winning five games were Richard Bentley (3k), from Durham, Ai Guan (6k) and Chun Yin Wong (10k), both from Lancaster. The top-placed Single Digit and Double Digit Kyu, on fewer than five games, were also rewarded: Paul Smith (1k) and Songbai Wang (10k). All the above received BGC engraved medals.

As usual the AGM of the Association was held on the Saturday evening and the tournament was the last round of the annual Stacey Grand Prix; in a vital last-round contest, Toby Manning beat Alistair Wall to take the trophy by 27 points to 25.

### Candidates'

The Candidates' Tournament started on 5<sup>th</sup> May at the London Go Centre, continuing over the three days of the bank holiday weekend as usual. Sam Aitken and Boris Mitrovic headed

the field of 18 players with five wins each out of six. They were promoted through to Challengers' League, along with Andrew Simons, Charles Hibbert, Alex Rix, Alistair Wall and Tim Hunt, who won four, and Sam Bithell, who creditably topped the list on three. Note that eight players were promoted through this year since Daniel Hu, who was in Japan at the time for the World Amateur, elected not to defend his title and not take up his place in the League.



Candidates' 2018

### Bar Low

Alongside the Candidates' the London Go Centre hosted the 21<sup>st</sup> Bar Low tournament on Sunday 6<sup>th</sup> May. The tournament is designed to give kyu players their chance to win an event and also for those lower down the grades to try a tournament with less pressure than a normal open event, it having five rapid games. It achieved its objectives having 29 players, down as far as 24k, over half below 10k, six newcomers and several youngsters.

As a result of anonymous sponsorship the Centre was able to offer a number of prizes as well as certificates.

Winning the top cash prize was Peikai Xue (2k CLGC) and second

was Alasdair Clarke (5k), who just beat Michael Kyle (4k Manchester) into third by winning their game in the last round. Yue Wen (9k CLGC) and Alexander Hsieh (9k Cambridge) won all five games; Lueming Yang (17k Oxford) and Caleb Monk (20k Kings College Juniors) won four. Winning a box of chocolates for the best result at a first tournament was Maks Gajowniczek (5k CLGC). Finally anyone who looked young enough to deserve them won a large bag of chocolate counters.



**Bracknell Final 2018**

### **Bracknell**

The Bracknell Tournament on Sunday 13<sup>th</sup> May was held as usual at Woosehill Community Centre in Wokingham. Gong Cheng (3d London City) won, beating Min Yang (3d Oxford) in the final. Of the 29 players taking part in the event, those who won all three games were Neil Cleverly (10k Bournemouth) and Lueming Yang (16k Oxford). The Team Prize was won by the youngsters of 'I like lunch' and Paul Barnard was the winner of the Go puzzle competition. Organiser Ian Marsh claimed to be the winner in the 13x13 side event as nobody played in it.



**WGC Winner: Min Yang (R)**

### **Welwyn Garden City**

On a warm Saturday 19<sup>th</sup> May, 20 players defied the clamour to watch the Royal Wedding and the FA Cup Final by playing Go at the Bridge Centre in Welwyn Garden City's Gosling Stadium. The overall winner was Min Yang (3d Oxford), who included Lucretiu Calota (4d) in his list of conquered. Also winning three games were Edmund Smith (5k Cambridge), Aorja Harris (12k Letchworth), and Theodor Calota (16k St Albans). Prizes were presented by Sheila Gabriel, deputy chair of the Bridge Club.

### **Manchester Summer**

Thanks to Peter Yim's contacts, the Bank of East Asia in Manchester's Chinatown allowed use of their top floor for a new Manchester Summer Tournament on Sunday 20<sup>th</sup> May. On a hot day this had the advantage of a shaded balcony space, which also allowed inspection of the Great Manchester Run in which Sir Mo Farah was running (and winning). Aimed at providing a summer term

event for local children, 22 players took part including local adults, a group from Lancaster and two from London. Unfortunately the plan for Martin Harvey to use a computer draw failed and a manual draw ensued with several oddities in pairings and handicaps as a result, but all mistakes were cheerily accepted by the entrants.



**Manchester Summer Winner (R)**

Playing in his second event of the weekend the winner was Alistair Wall (1d Wanstead) as expected, competition not being as hard as at Welwyn. Alistair also kindly reviewed games and well earned his three bottles of wine prize. Two other players won prizes for winning all three games, namely Chun Yin Wong (9k Lancaster Royal Grammar School) and Emmanuel Ren (15k Manchester University). Fighting Spirit prizes went to Isaac Vincent (31k Cheadle Hulme School), Adrian Abrahams (9k Lancaster) and Matt Arnold (16k Manchester), for carrying on regardless. There were even some chocolates and sweets left for players who had won two games.

## **Challengers'**

The eight-player Challengers' League got underway at the London Go Centre on Saturday 26<sup>th</sup> May. The players, selected at the Candidates' Tournament earlier in the month, played an all-play-all to find the two challengers to play the British title match later in the year. After the first day it was Sam Aitken and Charles Hibbert who were on two wins. On one win were Alex Rix, Andrew Simons (who lost to Charles), Boris Mitrovic and Sam Bithell. Alistair Wall and Tim Hunt were yet to score. The epic game of the second round was Boris Mitrovic against Sam Bithell, which lasted for an hour and a quarter of overtime and saw Sam (1k) beating Boris (2d).

The League continued over the bank holiday until the Tuesday. Going into the final round, Sam Aitken had won all his games, but there were permutations which could have led to tie breaks and any of Andrew Simons, Alex Rix and Boris Mitrovic ending up with second place. In the end, Alex lost his game to Sam Bithell and Andrew beat Boris, meaning that Andrew took second place on five wins with no need for a play-off. Alex was third with four wins, Boris, Charles and Sam Bithell won three, Alistair two and Tim one. Sam Aitken, who also won his last game, and Andrew Simons will next play in the title match games to decide this year's British Championship.

## **Not the London Open**

Over the first three days of the Challengers' League, the London Go Centre also hosted the first Not the London Open Tournament. 22 players took part, but not all every day. Winner was Weijin Chen (5d London) with six out of six. Second

was Finland's Jesse Savo (4d) with five wins and Zihe Zhao (4d Oxford) came third. Czech player Jan Adamek (10k) won five games, Alexandre Kirchherr (6k) won four and Sebastian Pountney (7k) won four out of five.

On the Saturday evening the organisers showed the documentary movie 'The Surrounding Game', which follows the quest for the first American Go professional. Appropriately, also at the event was Pavol Lisy, who was the first European Go professional, analysing games and giving lectures. They also held a small lightning tournament on the Sunday evening to complete a full weekend.

### British Pair Go

On Saturday 2<sup>nd</sup> June the 38<sup>th</sup> British Pair Go Championships was held, as the last few years, at the Red Lion in Hatfield, who always make us welcome and sell a good lunch. Sixteen pairs played, split as usual into two sections, and it was again pleasing to see so many young players in the handicap group. To select the top Championship group it looked like the three pairs at 3.5 kyu would have to be split, but in the end the pair of Yansai Noeysoongnoen and Andrew Simons sadly had to withdraw because of illness.

The battle for first place was then expected to be between three former champion pairs and a pair of strong Chinese from London. However Alison and Simon Bexfield beat Kirsty Healey and Matthew Macfadyen, and then beat Xiao Yu Gong and Ho Yeung Woo to reach the final. Joanne Leung and Bruno Poltronieri beat Natasha Regan and Matthew Cocke, to also reach the final. After a tough

game, it was Joanne and Bruno who became the champions for the second time. They also won the best-dressed pair prize and also a prize for scoring 30/60 in the media studies film quiz.

The final of the Handicap group was between young Zoe Walters playing with Paul Smith and a pair of youngsters, Hilary Bexfield and Edmund Smith. After another tough game it was the pair including the son who beat the pair including the father, to make Hilary and Edmund the champions.

Thanks to the Japanese Pair Go Association, there were prizes for all, including the fighting spirit prizes that went to Ingrid Jendrzejewski and Alex Selby, and Lizzy Pollitt and Rowan Borrow. Best-dressed juniors were Amy Upton and Rohan Neelala. Finally the sun came out for the traditional group photo, which has only once been abandoned due to rain.



### Durham Go BBQ

#### Durham

Held on 9<sup>th</sup> and 10<sup>th</sup> June, numbers at the Durham Go Tournament continue to increase; the 35 entrants ranged from 20k to 4d, though some only played on the second day. The venue was the Oriental Museum as last year, with a side room available for refreshments, analysis, casual games

<sup>1</sup><https://www.youtube.com/channel/UCWw18OELZGRV4p4DHP12Rtw>

and watching the top board of each round, which was broadcast live on the Internet (available on the club's YouTube channel<sup>1</sup>).

Alex Kent's run of winning the event was broken by Matthew Cocke (4d Epsom), who won all his games and so won a Goat Ornament (of a new design). Prizes of chocolates and items from Japan were given to those on four wins and more: Sandy Taylor (2d Bristol), Alex Kent (3d), Alan Thornton (2k St Albans), Peter Collins (5k Bristol), Edward Blockley (6k), Roger Daniel (7k Wanstead) and Daffyd Robinson (13k Lincoln). Jamie Coulthard (3k Newcastle) won the Lightning; Daffyd Robinson and Chris Muse (8k Durham) tied in the Small Board competition. Plucky DDK Prizes were given to some of the Durham players who were entering tournaments for the first time.

A special prize of a pineapple was awarded to Hailiang Du (1k Durham) who was running in a marathon on the Sunday, but said he would arrive in time for the last round. Despite being delayed leaving the race and running low on fuel in his car, he arrived with just five minutes left

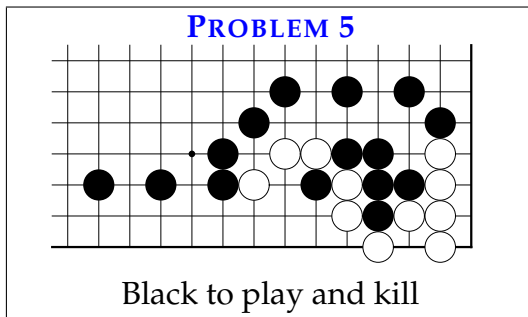
on his clock and went on to win the game.

As usual, the tournament featured the annual Saturday evening garden party and barbecue, well attended on what was a warm sunny evening, with socialising and of course more Go. Next year, reports Andrew Ambrose-Thurman, the event will be part of a celebration to mark 25 years of Go in Durham.

### Scottish Open

Twenty-four players contested the Scottish Open on 23<sup>rd</sup> and 24<sup>th</sup> June at the Offices of Skyscanner in the centre of Edinburgh. Thanks to Skyscanner, as well as hosting the event, the participants were fuelled throughout the contest with drinks and copious pizza. Also on the Saturday evening the movie 'The Surrounding Game' was shown.

Local player Boris Mitrovic (2d) retained the title by winning all his games. On four wins out of six were Neil McLean (1k), Toby Manning (1d Leicester), Alistair Wall (1d Wanstead), Rob Payne (6k Edinburgh) and Roger Daniel (7k Wanstead). James Richards (2k Edinburgh) won the 9x9 small board contest.





# BGA ANNOUNCEMENTS

## FUTURE EVENTS

For the next six months, the Tournament Calendar ([www.britgo.org/tournaments](http://www.britgo.org/tournaments)) features:

**Mind Sports Olympiad**, London, Sunday 19<sup>th</sup> – Monday 27<sup>th</sup> August  
**Youth Training Residential**, Grantham, Wednesday 29<sup>th</sup> – Friday 31<sup>st</sup> August  
**Arundel**, Saturday 1<sup>st</sup> September  
**Cornwall**, Penzance, Saturday 8<sup>th</sup> – Sunday 9<sup>th</sup> September  
**Sheffield**, Sunday 23<sup>rd</sup> September  
**Swindon**, Saturday 29<sup>th</sup> September  
**T Mark Hall Rapid Play Tournament**, LGC, Saturday 29<sup>th</sup> September  
**International Teams Autumn Match**, LGC, Sunday 30<sup>th</sup> September  
**Northern**, Cheadle Hulme School, Sunday 21<sup>st</sup> October  
**Wessex**, October  
**Three Peaks**, Ingleton, Saturday 3<sup>rd</sup> – Sunday 4<sup>th</sup> November  
**Doki Doki Festival**, Manchester, Saturday 10<sup>th</sup> November  
**British Youth Go Championship**, November  
**London Open**, Friday 28<sup>th</sup> – Monday 31<sup>st</sup> December (provisional)  
**Maidenhead-Hitachi**, January 2019

LGC: London Go Centre

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## OFFICIAL VACANCIES: CAN YOU HELP?

Vacant posts are listed at [www.britgo.org/vacancies](http://www.britgo.org/vacancies).

**We need volunteers for:**

- Regional Youth Representatives (Scotland, North East)
- Deputy Webmaster

If you are interested in any of these, please contact our President: ([president@britgo.org](mailto:president@britgo.org)), or any member of Council.

# SOLUTIONS TO THE NUMBERED PROBLEMS

The SGF files for these problems, showing a fuller set of lines, are to be found at [www.britgo.org/bgj/issue184](http://www.britgo.org/bgj/issue184).

## Solution to Problem 1

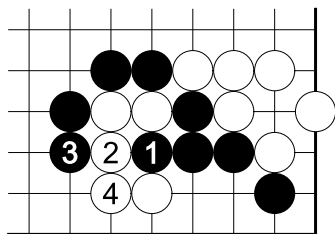


Diagram 1a (failure)

- ❶ Black can try to push through between the white stones.
- ❸ Black cannot do this else the corner gets into trouble after ❹.

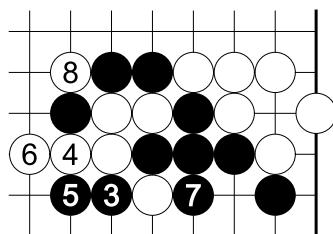


Diagram 1b (failure)

- ❸ So Black had better play this way...
- ❸ ... but White captures the outside.

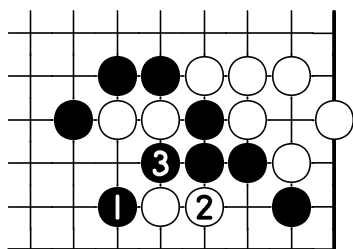


Diagram 1c (correct)

- ❶ This is the correct play that makes White short of liberties.

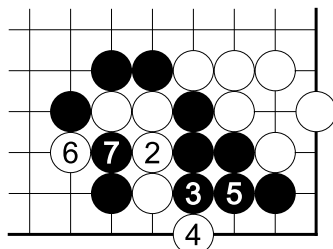
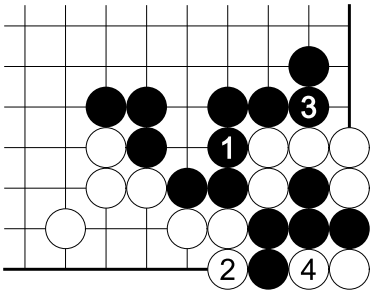


Diagram 1d (correct – variation)

- ❹ White can struggle...
- ❷ ... but Black easily captures.

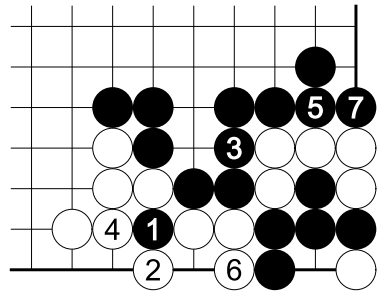


## Solution to Problem 2



**Diagram 2a (failure)**

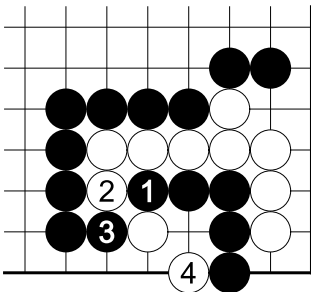
- ❶ If Black fills a liberty it is not fast enough and loses the liberty race.



**Diagram 2b (correct)**

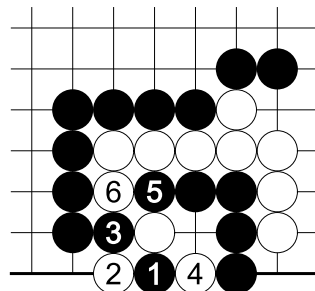
- ❶ This is the play that gains extra liberties for Black.
- ❷ Black wins the race.

## Solution to Problem 3



**Diagram 3a (failure)**

- ❶ White has possibly one eye in the corner so Black must rescue the stones.
- ❷ This fails as Black is short of liberties.



**Diagram 3b (failure)**

- ❸ Leaves Black with a shortage of liberties again.

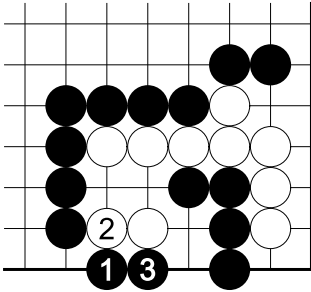


Diagram 3c (correct)

- ❶ This kosumi is the correct move.
- ❷ If White here, Black just connects.

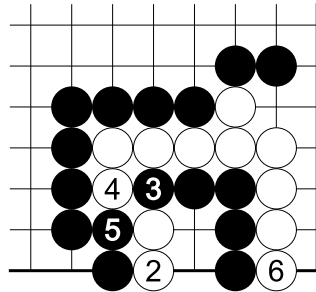


Diagram 3d (correct - variation)

- ❸ The edge stones are in seki, but the main white group only has one eye, so it is only a temporary seki.

### Solution to Problem 4

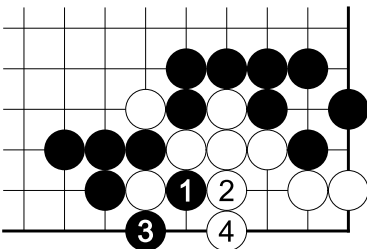


Diagram 4a (failure)

- ❶ If Black plays here White just gives up one stone to live.

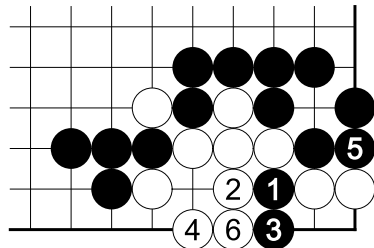


Diagram 4b (failure)

- ❶ Sometimes this kind of cut works.
- ❸ White makes two eyes.

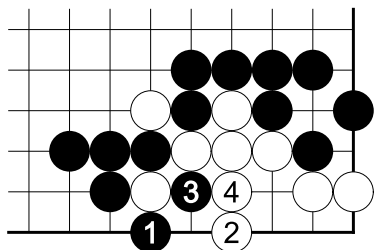


Diagram 4c (failure)

- ④ Again White gives up a stone to live.

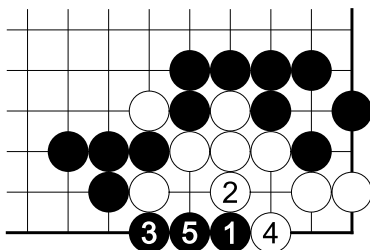


Diagram 4d (correct)

- ① This is the correct play.

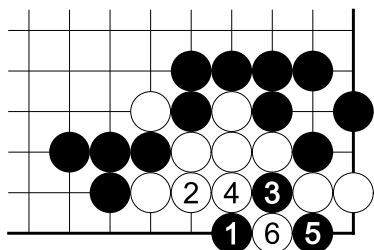


Diagram 4e (Mistake by Black)

- ② If White connects here...
- ③ Black should not play here immediately.
- ⑤ This is a ko.

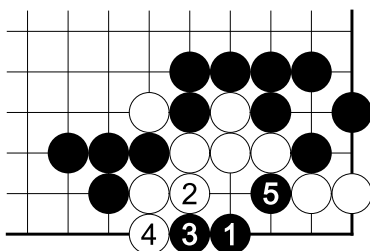


Diagram 4f (correct - variation)

- ③ This play is best.
- ⑤ ... then this play makes White short of liberties.

## Solution to Problem 5

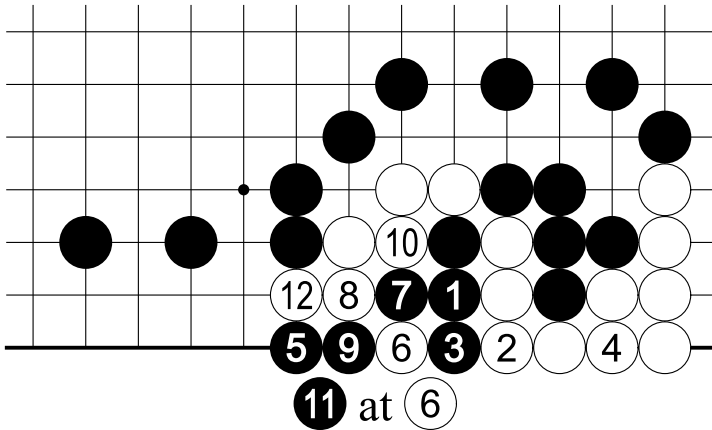


Diagram 5a (failure)

- ③ These moves are forcing, but can Black escape?
- ⑤ This is normally the way to play in this shape.
- ⑥ White can answer here.
- ⑫ In this case Black is caught.

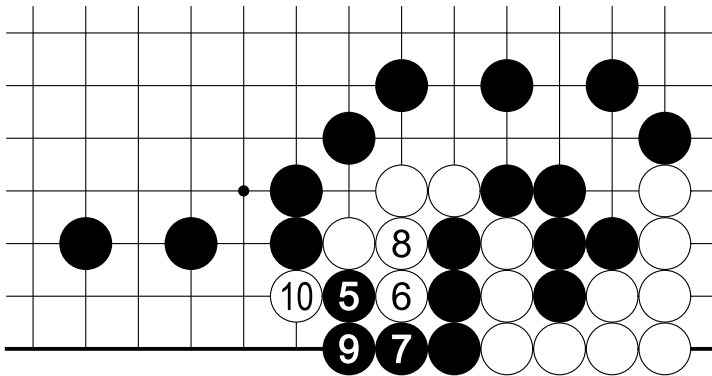


Diagram 5b (failure)

- ⑤ Black can try this, but it fails owing to a shortage of liberties.

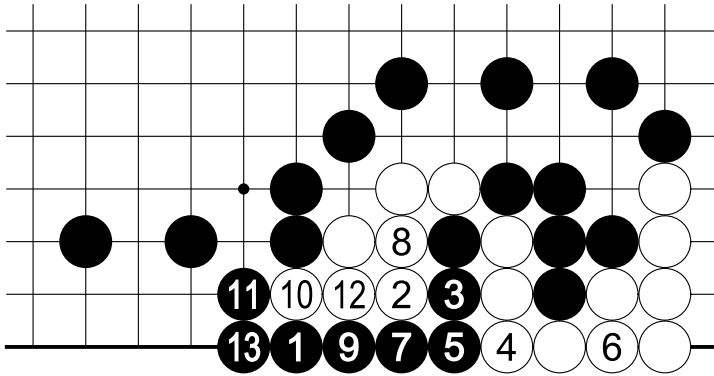


Diagram 5c (correct)

- ① The correct play here is to make the connecting move first.
- ② White can try this.
- ⑬ Black escapes.

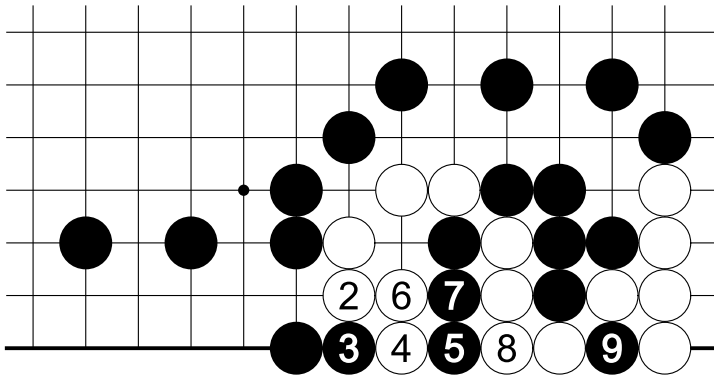


Diagram 5d (correct - variation)

- ② This also looks like it disconnects...
- ③ ... but Black plays here.
- ④ If White tries to block the white stones run short of liberties.
- ⑦ White dies.

## ASSOCIATION CONTACT INFORMATION

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*Follow us on Twitter:* [twitter.com/britgo](https://twitter.com/britgo)

*Gotalk general discussion list:* [gotalk@britgo.org](mailto:gotalk@britgo.org) (open to all).

*Youth Go discussion list:* [youth-go@britgo.org](mailto:youth-go@britgo.org), intended for junior players and their parents, Go teachers, people who run junior Go clubs and tournaments, and youth Go organisers.

Use the links on the Help page of our website to join these lists.

# COLLECTING GO XXXVII: GRADE BADGES

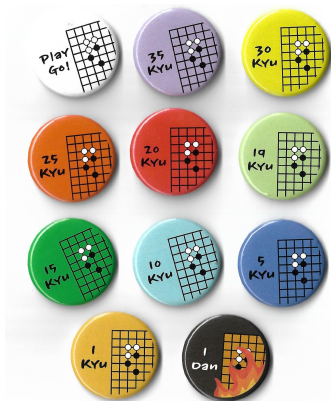
Tony Atkins

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As mentioned in BGJ 156, back in the 1990s some Russian players produced badges to help cover costs of their visits to foreign tournaments. One design showed a dan grade with the Go kanji and a grid background, black and 28 mm diameter. They produced one for each likely amateur dan grade. Otherwise the only badges that showed a player's grade were those identity badges produced for various big events, such as the European Go Congress.

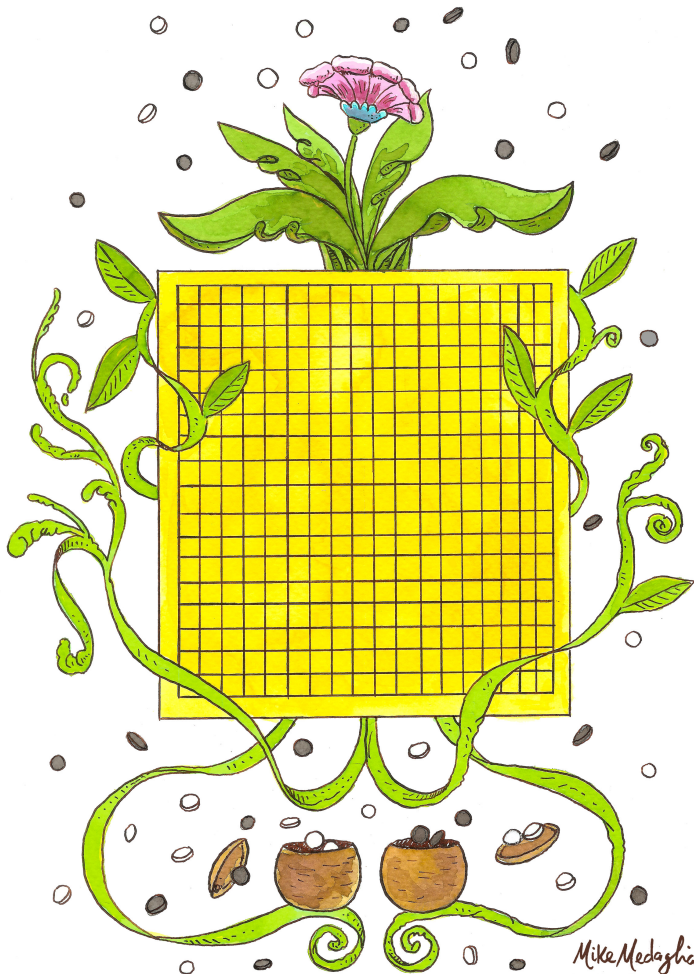


As described in BGJ 178, back in the 1980s the BGA copied the Dutch system of coloured certificates for junior players to mark their achievements in grading. Each colour represented a particular grade or level of skill based on some published criteria. As these levels were inflexible, later certificates had a space for any achieved grade to be written in. Although these certificates are still available they have largely fallen out of use.



In 2018, thanks to the organisation of Alison Bexfield, the Youth Committee has produced a set of 13 badges to mark a youngster's progress through the grades. It starts with a "Play Go!" badge, for those who have just learnt the rules, through grades from 35 kyu to 5 kyu at five grade intervals; advice is given as to what the players need to know to achieve the lower grades. The exception to this interval is that there is a 19 kyu badge, as this is the first recognised level on the rating system (all lower players are rated 20 kyu). The highest two badges are 1 kyu and then 1 dan, which has a special flame design. The badges have different colours and mostly they approximate to the colours of the old certificates.

If you want a supply of badges for your youth Go club, please contact Alison via the Youth Committee.



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